

**In the Specification:**

Please replace the paragraphs starting at page 10, line <sup>17</sup>23, ending at page 11, line <sup>6</sup>13, with the following:

The ~~flush-flash~~ memory 5 stores a patch library (PATCH) in which a plurality of (for example, 100) sets of connections between an input patch and an output patch are registered, a name library (NAME) in which a plurality of (for example, 100) sets of names of MIX output channels and MATRIX output channels are registered, and a unit library (UNIT) in which a plurality of (for example, 100) sets of settings (gain, polarity, and the like) for each input to each connected input port and settings (gain, polarity, and the like) for each output from each connected output port are registered.

The ~~flush-flash~~ memory 5 also stores about 1,000 scenes identified by serial numbers. The scenes contain settings for each input channel (effect, fader, output destination, output level, and the like for each channel), settings for each output channel (effect, fader, matrix output channel input source, input level, and the like for each channel), settings for internal effecters, settings for built-in equalizers, monitor settings, and the like. The scenes also contain settings for patches (wiring switching devices) each of which determines an input port (physical channel) through which a corresponding input channel is to receive a signal and an output port to which the input channel is to output the signal.

Please replace the paragraph starting at page 13, line <sup>2</sup>~~11~~, ending at page 13, line <sup>17</sup>~~25~~, with the following:

ELA  
1/23/09

To set the connections by the input patch 22 (this setting will hereinafter be referred to as the "input patch setting"), a plurality of patterns can be created in advance and, for example, the created patterns can be stored in the flash-flash memory 5 as a patch library. The input patch setting is stored in association with a scene. However, the input patch setting does not necessarily correspond to a scene. Further, the present signal processing apparatus has a function called a "scene memory recall". By depressing a button or the like, not shown, of the operating elements 4 to which this function is assigned, a scene with the next number is called. Then, the input patch setting is automatically switched to the input patch setting corresponding to the called scene.

Please replace the paragraph starting at page 13, line <sup>17</sup>26, ending at page <sup>13</sup>14, line <sup>30</sup>4, with the following:

CLF  
1/23/09

FIGS. 4A and 4B are schematic diagram showing an example of the correspondence between the input ports 23 and the input channels CH and the faders 3. In FIGS. 4A and 4B, the input channels CH1, CH2, and CH3 are associated with the faders 3(1), 3(2), and 3(3), respectively, while the recorders 12(1), 12(2), and 12(3) are connected to the input ports 23(1), 23(2), and 23(3), respectively. Further, for a device to be controlled by each fader 3, the recorders 12(1), 12(2), and 12(3) are associated with the input channels CH1, CH2, and CH3, respectively, in an input CH mode, described later. Here, only a typical arrangement is described in which three input ports (23(1), 23(2), 23(3)), three input channels (CH1, CH2, CH3), and three faders (3(1), 3(2), 3(3)) are made to correspond to or be combined with one another. It should be noted that the present invention is not limited to the typical arrangement shown. Rather, one skilled in the art would appreciate that additional import ports, channels, and faders may be added to configure other types of combinations~~only three combinations are shown for simplification of the description. However, the number of combinations is not limited to this.~~

Please replace the paragraph starting at page 18, line <sup>17</sup>5, ending at page 18, line <sup>30</sup>11, with the following:

Clt  
1/23/09

After the step S105 or step S106 has been executed, the process proceeds to a step S107 to update the settings in accordance with the settings accepted via the fader start/stop setting screen 32. At the same time, the display contents of the display 2 are changed. The settings are stored in, for example, the ~~flash~~-flash memory 5. Then, the present process is completed.